

37 **ARCADIAN HIPPOGRIFF**

ATTACK ACTIONS

⬇ Claw: +15 vs AC; 15 Damage
 ⬇ Dual Talons: (usable on charge) Make 2 ⬇ attacks against the same target.

LEVEL 10
 AC 26
 DEF 24
 SPEED F7
 HP 75

ABILITIES
 Good • Magical Beast • Mount
 Flight
 Martial Mount: Can have a Medium or smaller Martial creature as a rider.

SPECIAL POWERS
 ☐ Elude Chance: Use before this creature or its rider makes a ⬇ attack. Treat that attack roll as a natural 10.
 ☐ Smite Evil 10: Use when this creature or its rider declares an attack against an Evil creature; +10 Damage on that attack.

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26 **CELESTIAL GIANT STAG BEETLE**

ATTACK ACTIONS

⬇ Slicing Mandibles: +15 vs AC; 15 Damage AND Immobilized
 ⬇ Lightning Burst: (burst 1) +12 vs DEF (Fort); 10 lightning Damage

LEVEL 8
 AC 24
 DEF 20
 SPEED 5
 HP 50

ABILITIES
 Magical Beast • Planar
 +4 DEF (Fort)
 Resist 10 Lightning

SPECIAL POWERS
 ☐ Defensive Shock: Immediate, when this creature takes damage; make a Lightning Burst attack.
 Predatory: +10 ⬇ Damage against Medium or smaller targets.

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34 **DWARF SNIPER**

ATTACK ACTIONS

⬇ Axe: +12 vs AC; 15 Damage
 ⬇ Crossbow: (sight) +12 vs AC; 15 Damage
 ☐ ⬇ Explosive Bolts: (sight) +10 vs DEF (Ref); 15 Damage to target AND 10 thunder Damage to all creatures adjacent to target

LEVEL 10
 AC 22
 DEF 20
 SPEED 6
 HP 50

ABILITIES
 Dwarf • Martial
 Scout

SPECIAL POWERS
 Aimed Shot: Replaces move action: Use with ⬇ attack; +4 Attack and +5 Damage on that attack.
 Dwarf legions advance under a hail of iron and fire.

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38 **ELF DRAGONKITH**

ATTACK ACTIONS

⬇ Longsword: +18 vs AC; 15 + 5 radiant Damage

LEVEL 11
 AC 25
 DEF 23
 SPEED 5
 HP 70

ABILITIES
 Elf • Martial

SPECIAL POWERS
 ☐ Aid Dragon: Minor action; remove 1 condition from an adjacent Dragon creature OR that Dragon heals 10 HP.
 Dragon Bolstered: +5 Damage while within 5 squares of an allied Dragon champion.
 Dragon Rider: Use during setup; choose 1 Large or Huge Dragon ally that is not a Mounted creature. That Dragon can serve as a mount for this creature.

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42 **ELF WARMAGE**

ATTACK ACTIONS

⬇ Shocking Grasp: +13 vs AC OR DEF (Ref); 15 lightning Damage
 ☐ ⬇ Acid Breath: (large cone) +13 vs DEF (Ref); 15 acid Damage
 ☐ ⬇ Blast of Flame: (large cone) +13 vs DEF (Ref); 15 fire Damage
 ⬇ Thunder Lance: (range 10) +13 vs DEF (Ref); 15 thunder Damage

LEVEL 11
 AC 23
 DEF 21
 SPEED 6
 HP 45

ABILITIES
 Elf • Arcane

SPECIAL POWERS
 ☐ ☐ ☐ Ring of Blades: Use at start of an adjacent enemy's turn; that creature takes 10 Damage.
 ☐ Sudden Empower: Use when this creature attacks; +10 Damage on that attack.

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26 **HALF-ORC SPY**

ATTACK ACTIONS

⬇ Wounding Dagger: +14 vs AC; 10 Damage AND ongoing 5 Damage

LEVEL 7
 AC 23
 DEF 21
 SPEED 6
 HP 50

ABILITIES
 Half-Orc • Stealth
 Disguise Self: This creature is invisible until after it attacks.
 Hide; Scout

SPECIAL POWERS
 ☐ ☐ Enemy Battle Plans: Use before rolling initiative if this creature occupies a victory area. This creature's controller rolls 1 extra d20 to determine initiative this round.
 Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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16 **HAMMERER**

ATTACK ACTIONS

⬇ Hammer: +11 vs AC; 20 Damage

LEVEL 6
 AC 19
 DEF 17
 SPEED 6
 HP 45

ABILITIES
 Construct
 Immune Stun

SPECIAL POWERS
 ☐ Ready Hammer: Immediate, when an enemy moves into a square adjacent to this creature; make a ⬇ attack against that enemy. RECHARGE at end of this creature's turn if it did not attack that turn.
 Rocks crumble, geodes crack, and skulls shatter beneath its iron mauls.

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27 **HARMONIUM GUARD**

ATTACK ACTIONS

⬇ Longsword: +15 vs AC; 15 Damage

LEVEL 8
 AC 24
 DEF 20
 SPEED 5
 HP 55

ABILITIES
 Human • Martial

SPECIAL POWERS
 Awareness: Can make an opportunity attack against an adjacent enemy that shifts.
 ☐ Harmonious Attack: Use after this creature takes its turn; activate 1 extra creature this turn.
 Harmonious Defense: Allies within 5 squares of this creature have +1 AC and +1 DEF. If those allies have not activated this round, they have +2 AC and +2 DEF instead.
 ☐ Pin: Use when making an attack; on hit, the target is also Immobilized until end of its next turn.

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45 KOLYARUT

ATTACK ACTIONS

⬇ Sword: +19 vs AC; 10 + 5 radiant Damage AND this creature heals 10 HP

➤ **Enervation Ray:** (sight) +17 vs DEF (Ref); 5 Damage AND Weakened (save ends)

☐ **Mark of Justice:** +17 vs DEF (Will); Immobilized (save ends) AND this creature and its allies have +2 Attack and +5 Damage against target until end of battle

ABILITIES

Construct • Planar • Law
Immune Immobilize, Poison

SPECIAL POWERS

Impose Order: +5 Damage against Borderlands creatures.

A dire fate awaits those who break bargains and abandon oaths.

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105 SOLAR

ATTACK ACTIONS

⬇ Greatsword: +22 vs AC; 20 Damage

➤ Longbow: (sight) +22 vs AC; 15 Damage

☐ ➤ **Slaying Arrow:** (sight, Bloodied target only) +18 vs DEF (Fort); destroyed

ABILITIES

Good • Angel • Planar
Flight; Reach 2

CHAMPION 2 ☐☐

- Use before rolling initiative. If you win, Good creatures have +2 AC until end of round. If you lose, Good creatures instead have +2 Attack until end of round.
- Use when an Evil enemy targets an ally with an attack. That ally has +4 AC until end of round.

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12 SOLDIER OF BYTOPIA

ATTACK ACTIONS

⬇ Gnome Pick: +12 vs AC; 10 Damage

ABILITIES

Gnome • Martial

SPECIAL POWERS

Retributive Strike: Immediate, after resolving an adjacent enemy's attack against this creature; make a ⬇ attack against that enemy.

Every Bytopian soldier has two sides: one that abhors violence, and another that embraces it.

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44 THUNDERTUSK CAVALRY

ATTACK ACTIONS

⬇ Hoof and Tusk: +15 vs AC; 20 Damage AND push 1 square

⬇ Axe: +17 vs AC; 15 Damage

ABILITIES

Dwarf • Martial • Mounted

SPECIAL POWERS

Persistent Rider: Use when this creature is destroyed; place a Dwarf creature with cost 19 or less in the space this creature occupied.

☐ **Quick Axe:** Minor action; make an Axe attack. RECHARGE when first Bloodied.

The great boar charges, the hammer falls, and blood soaks the battlefield.

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36 AIR GENASI SWASHBUCKLER

ATTACK ACTIONS

⬇ Cutlass: +15 vs AC; 15 Damage

ABILITIES

Elemental • Martial
Flight

SPECIAL POWERS

☐☐ **Bounding Assault:** Replaces move action: Move this creature up to twice its Speed.

☐☐ **Lucky:** Reroll 1 attack roll or save for this creature.

Opportunity Attacker: +5 ⬇ Damage while not this creature's turn.

Retributive Strike: Immediate, after resolving an adjacent enemy's attack against this creature; make a ⬇ attack against that enemy.

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35 BRALANI ELADRIN

ATTACK ACTIONS

⬇ Scimitar: +14 vs AC; 15 Damage

➤ Longbow: (sight) +14 vs AC; 15 Damage

☐ ➤ **Whirlwind Blast:** (line 10) +12 vs DEF (Ref); 15 Damage AND push 2 squares, 5 Damage only on miss. RECHARGE when this creature's ➤ attack hits.

ABILITIES

Fey • Eladrin
Flight
Deflect Arrows: +2 AC and DEF against ➤ attacks.

SPECIAL POWERS

Draw First Blood: +10 Damage against creatures with current HP at or above starting HP.

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58 CENTAUR WAR HULK

ATTACK ACTIONS

⬇ Halberd: +15 vs AC; 25 Damage

☐ ➤ **Whirling Blade:** (burst 2, enemies only) +15 vs AC; 20 Damage

ABILITIES

Fey • Centaur
+4 DEF (Fort, Will)
Ponderous: Cannot shift.
Reach 2

SPECIAL POWERS

Powerful Charge: +10 ⬇ Damage on charge.

War hulks never lead centaur tribes, but they make excellent guardians for those who do.

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25 FREE LEAGUE RANGER

ATTACK ACTIONS

⬇ Greatsword: +13 vs AC; 20 Damage

➤ Longbow: (sight) +15 vs AC; 15 Damage

ABILITIES

Human • Martial

SPECIAL POWERS

Free League Training: +5 Damage against Evil or Civilization targets.

Zealous Follower: Increase the Champion rating of an allied champion by 1.

The Free League is a faction of independent Outlanders who keep trade fair in Sigil—by whatever means necessary.

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27 GNOME TRICKSTER

ATTACK ACTIONS
 ⬇ Hammer: +12 vs AC; 10 Damage

LEVEL 7
AC 21
DEF 19
SPEED 6
HP 50

ABILITIES
 Gnome • Stealth
 Disguise Self: This creature is invisible until after it attacks.

SPECIAL POWERS
 Bag of Tricks: Replaces attack action: Choose one of the following effects.
 ☐☐ Invisibility: This creature or an ally within 5 squares of it is invisible; ends after target attacks or at end of its next turn.
 ☐☐ Slide: Slide 2 a creature within 5 squares of this creature.
 ☐☐ Snake's Swiftens: Nearest ally makes an immediate ⬇ attack.
 Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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11 HERO OF VALHALLA

ATTACK ACTIONS
 ⬇ Longsword: +8 vs AC; 15 Damage

LEVEL 2
AC 16
DEF 14
SPEED 7
HP 30

ABILITIES
 Human • Primal

SPECIAL POWERS
 ☐☐ Savage Frenzy 10: Use the first time this creature hits with a ⬇ attack; +10 HP.
 ☐☐ Valhalla Bound: Use when this creature eliminates an enemy; until end of battle, opponents score no VP for eliminating this creature.
For the wild men of the north, the highest virtue in battle is ferocity and a reckless disregard for one's own safety.

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44 LILLEND

ATTACK ACTIONS
 ⬇ Scimitar: +15 vs AC; 20 Damage
 ☐☐ ⬇ Beguile: (range 5) +14 vs DEF (Will); Dominated (save ends)
 ☐☐ ⬇ Entrancing Music: (burst 3, enemies only) +13 vs DEF (Will); Immobilized

LEVEL 11
AC 25
DEF 23
SPEED F7
HP 75

ABILITIES
 Good • Planar
 Flight
 Immune Poison
 Reach 2

SPECIAL POWERS
 ☐☐ Revitalize: Minor action; 1 ally within 5 squares of this creature heals 15 HP. End 1 ongoing effect on that ally.

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32 MEDIUM COPPER DRAGON

ATTACK ACTIONS
 ⬇ Bite: +15 vs AC; 15 Damage
 ☐☐ ⬇ Acid Breath: (line 10) +13 vs DEF (Ref); 20 acid Damage. RECHARGE when first Bloodied.
 ☐☐ ⬇ Slowing Breath: (small cone) +13 vs DEF (Fort); Slowed (save ends)

LEVEL 8
AC 23
DEF 21
SPEED F8
HP 55

ABILITIES
 Dragon
 Flight
 Resist 10 Acid

SPECIAL POWERS
 Dragon Subcommander: Increase the Champion rating of an allied Dragon champion by 1.

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19 PHOERA

ATTACK ACTIONS
 ⬇ Fiery Touch: +9 vs DEF (Ref); 10 Damage AND ongoing 5 fire Damage
 ☐☐ ⬇ Fiery Tail: Move this creature up to its Speed and make a ⬇ attack once against each enemy whose space it enters.

LEVEL 6
AC 20
DEF 18
SPEED F6
HP 45

ABILITIES
 Magical Beast • Fire
 Flight
 Immune Fire; Vulnerable 10 Cold
 Fire Healing 5: This creature heals 5 HP each time an effect would deal fire damage to it.

SPECIAL POWERS
 Fire Shield 5: Any creature that hits this creature with a ⬇ attack takes 5 fire Damage.

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28 SHADOWDANCER

ATTACK ACTIONS
 ⬇ Short Sword: +12 vs AC; 15 Damage

LEVEL 7
AC 20
DEF 19
SPEED 7
HP 50

ABILITIES
 Shadow • Human
 Hide

SPECIAL POWERS
 ☐☐ Defensive Roll: Immediate, when hit by a ⬇ or ⬇ attack; the attack misses instead.
 ☐☐ Shadow Jump: Minor action; teleport 10 squares to a space adjacent to a wall.
 Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.
Where shadows fall, so do killing strokes.

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57 STORM SILVERHAND

ATTACK ACTIONS
 ⬇ Longsword: +18 vs AC; 20 Damage
 ☐☐ ⬇ Confusion: (radius 2 within sight) +16 vs DEF (Will); Confused (save ends)
 ☐☐ ⬇ Silver Fire: (line 5) Automatic hit; 20 Damage

LEVEL 11
AC 24
DEF 23
SPEED 6
HP 70

ABILITIES
 Good • Human • Arcane
 Unique; Immune Lightning

SPECIAL POWERS
 ☐☐ Healing Wings: Replaces attack action: 1 adjacent ally heals 10 HP AND gains Flight until end of its next turn.
CHAMPION 2 ☐☐
 Warband Building: All non-Evil Human and Elf creatures are legal in your warband.
 • Use after an enemy champion within 5 squares uses a Champion power. That champion is Dazed.
 • Use at start of round. Human and Elf allies have +2 Attack and +5 Damage until end of round.

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36 VALENAR NOMAD CHARGER

ATTACK ACTIONS
 ⬇ Double Scimitar: +15 vs AC; 15 Damage
 ☐☐ ⬇ Valenar Bladebearer: +17 vs AC; 25 Damage. RECHARGE when this creature starts its turn with no enemies adjacent to it.

LEVEL 8
AC 24
DEF 22
SPEED 7
HP 70

ABILITIES
 Elf • Martial
 Mounted

SPECIAL POWERS
 Keen Critical 19: Scores criticals on attack rolls of natural 19+.
 Mobile Melee Attack 3: Immediate, after resolving this creature's ⬇ attack; shift up to 3 squares.
The Valaes Tairn value their horses and their ancestors above all else.

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34 **DRAGONMARK HEIR OF DENEITH**

ATTACK ACTIONS

⬆️ **Axe:** +14 vs AC; 15 Damage

⬇️ **Covering Attack:** +15 vs AC; 15 Damage AND 1 adjacent ally shifts up to 2 squares

LEVEL 9

AC 25

DEF 21

SPEED 6

HP 65

ABILITIES

Human • Martial

+4 DEF (Will)

SPECIAL POWERS

Bodyguard: Immediate, when an enemy attacks an ally adjacent to this creature; the attack targets this creature instead.

❑ **Protection From Energy:** Minor action; choose acid, cold, fire, lightning, or thunder; this creature or an adjacent ally gains Resist 10 against that damage type until end of battle.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

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41 **MAUG**

ATTACK ACTIONS

⬆️ **Slam:** +16 vs AC; 25 Damage

⬇️ **Pound:** +14 vs AC; 30 Damage AND Dazed

LEVEL 11

AC 24

DEF 22

SPEED 6

HP 85

ABILITIES

Construct

Immune Poison, Stun

Reach 2

Solid Footing: Not subject to push, pull, or slide effects of enemies.

Initially cannon fodder for an ancient war, the maug established a fortress on Thuldadin and now hire themselves to any who can afford them.

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26 **LIVING FLAMING SPHERE**

ATTACK ACTIONS

⬆️ **Scorch:** +9 vs DEF (Ref); 10 fire Damage AND ongoing 5 fire Damage

⬅️ **Flashfire:** (burst 2) +11 vs DEF (Ref); 20 fire Damage AND ongoing 10 fire Damage. Eliminate this creature after resolving all attacks.

LEVEL 6

AC 22

DEF 20

SPEED 7

HP 50

ABILITIES

Ooze • Fire

Immune Fire; Vulnerable 10 Cold

Blindsight

Defensive Advantage: Never grants combat advantage.

SPECIAL POWERS

Fire Shield 10: Any creature that hits this creature with a ⬆️ attack takes 10 fire Damage.

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7 **ACHERON GOBLIN**

ATTACK ACTIONS

⬆️ **Axe:** +8 vs AC; 10 Damage

LEVEL 2

AC 17

DEF 15

SPEED 5

HP 30

ABILITIES

Goblin • Martial

SPECIAL POWERS

Goblin Bolstered: +2 Attack, +2 AC, +2 DEF, and +5 Damage while adjacent to a Goblin ally.

From his fortress in Clangor, Maglubiyet sends forth goblin forces against the neighboring orcs.

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18 **BLOOD OF VOL CULTIST**

ATTACK ACTIONS

⬆️ **Mace and Dagger:** +10 vs AC; 10 Damage AND ongoing 5 Damage

LEVEL 6

AC 20

DEF 18

SPEED 5

HP 45

ABILITIES

Evil • Human • Divine

SPECIAL POWERS

Devotee of Undead: +5 Damage while this creature's warband includes an Undead champion.

Undead Bolstered: +2 Attack and +5 Damage while adjacent to an Undead ally.

The Blood of Vol appears to be a religion devoted to the literal and figurative meaning of blood.

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39 **BLUESPAWN STORMLIZARD**

ATTACK ACTIONS

⬆️ **Goring Horn:** +13 vs AC; 15 Damage

❑ ⬅️ **Lightning Breath:** (line 10) +13 vs DEF (Fort); 20 lightning Damage, 10 lightning on miss. RECHARGE when first Bloodied.

⬅️ **Stormburst:** (burst 2) +11 vs DEF (Fort); 10 thunder Damage

LEVEL 10

AC 25

DEF 23

SPEED 7

HP 65

ABILITIES

Magical Beast • Dragon • Spawn

Resist 10 Lightning, Thunder

SPECIAL POWERS

Gathering Storm: If another Bluespawn Stormlizard is within 5 squares of it, this creature's Stormburst has +2 Attack and +5 Damage. If 2 or more are within 5 squares, Stormburst instead has +4 Attack and +10 Damage.

Powerful Charge 10: +10 Damage on charge.

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84 **FIRE GIANT FORGEPIRIEST**

ATTACK ACTIONS

⬆️ **Maul:** +20 vs AC; 25 Damage

❑ ⬅️ **Flame Wave:** (burst 2) +18 vs DEF (Ref); 10 fire Damage AND ongoing 10 fire Damage (save ends) AND push 2 squares. RECHARGE when first Bloodied.

LEVEL 15

AC 28

DEF 24

SPEED 6

HP 95

ABILITIES

Evil • Giant • Fire

+4 DEF (Fort)

Resist 30 Fire

Reach 2

SPECIAL POWERS

❑ **Hot Iron:** Use when this creature hits with a ⬆️ attack; target also takes ongoing 10 fire Damage (save ends). RECHARGE when first Bloodied.

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6 **GREENSPAWN SNEAK**

ATTACK ACTIONS

⬆️ **Spawnblades:** +7 vs AC; 10 Damage

❑ ⤴️ **Spit Poison:** (range 5) +8 vs AC; 10 poison Damage

LEVEL 2

AC 18

DEF 16

SPEED 6

HP 20

ABILITIES

Dragon • Spawn • Stealth

Hide

Scout

SPECIAL POWERS

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

"What we see, so sees the Dragon Queen. What we hear, she hears. What we kill, she leaves to us to eat."

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43 HELLCAT

ATTACK ACTIONS

- ⬆ **Bite and Claw:** +13 vs AC; 20 Damage
- ⬆ **Pouncing Rend:** (usable on charge) Make 2 ⬆ attacks against the same target. RECHARGE when this creature starts its turn with no enemies adjacent to it.

LEVEL 7
AC 23
DEF 21
SPEED 7
HP 65

ABILITIES
Evil • Magical Beast
Blindsight
Spirit Stalk: This creature has Conceal 6 against adjacent enemies and is invisible to enemies that are not adjacent to it.



Hellcats are invisible in any amount of light. You see their glowing outline only when it's pitch black.

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83 HORNED DEVIL

ATTACK ACTIONS

- ⬆ **Spiked Chain:** +18 vs AC; 20 Damage AND Dazed
- ⬆ **Ensnare:** +16 vs DEF (Ref); 20 Damage AND Immobilized AND pull adjacent

LEVEL 11
AC 27
DEF 25
SPEED F6
HP 90

ABILITIES
Evil • Devil
Flight
Resist 10 Fire
Reach 4



SPECIAL POWERS
□ **Dimension Door:** Replaces move action: Teleport 10 squares. RECHARGE when first Bloodied.

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74 ICE DEVIL

ATTACK ACTIONS

- ⬆ **Cold Iron Spear:** +21 vs AC; 15 + 5 cold Damage AND Slowed
- **Cone of Cold:** (large cone) +17 vs DEF (Ref); 20 cold Damage AND Immobilized
- ❄ **Ice Storm:** (radius 2 within sight) +19 vs AC; 20 cold Damage AND Slowed

LEVEL 14
AC 28
DEF 26
SPEED 7
HP 85

ABILITIES
Evil • Devil • Cold
Resist 20 Cold, Poison
Reach 2



SPECIAL POWERS
□□ **Ice Flow:** Use when one of this creature's attacks deals damage to a creature; slide that creature up to 2 squares.

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26 KARSITE FIGHTER

ATTACK ACTIONS

- ⬆ **Sword:** +14 vs AC; 15 Damage AND Magic Drain (see below)

LEVEL 8
AC 22
DEF 20
SPEED 5
HP 55

ABILITIES
Human • Martial
Dead Magic Zone: +4 DEF and +4 AC against attacks by Arcane creatures. Whenever it is missed by an attack from an Arcane creature, this creature heals 10 HP.



SPECIAL POWERS
Magic Drain: Affected Arcane creatures are Weakened until end of battle; other affected creatures have -5 Damage until end of battle.

Incapable of casting spells, karsites relish slaying anyone who uses magic.

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5 KOBOLD MONK

ATTACK ACTIONS

- ⬆ **Iron Fist:** +7 vs AC; 10 Damage
- **Jump Kick:** (usable on charge) Use if this creature has moved at least 1 square this turn; +7 vs AC; 15 Damage AND this creature shifts up to 2 squares. RECHARGE when this creature starts its turn with no enemies adjacent to it.

LEVEL 2
AC 18
DEF 18
SPEED 7
HP 20

ABILITIES
Kobold • Ki
Deflect Arrows: +2 AC and DEF against ⚔ attacks.



Few would suspect a mere kobold to have the discipline to walk the path of true enlightenment.

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36 LARGE WATER ELEMENTAL

ATTACK ACTIONS

- ⬆ **Slam:** +13 vs AC; 25 Damage
- **Drown:** (living creature only) +11 vs DEF (Fort); 25 Damage AND Helpless (save ends)

LEVEL 10
AC 22
DEF 20
SPEED 5
HP 80

ABILITIES
Elemental • Aquatic
+4 DEF (Fort); Reach 2
Defensive Advantage: Never grants combat advantage.
Fluid Movement: Difficult terrain does not affect this creature's movement.



SPECIAL POWERS
Cleave: Immediate, when this creature's ⬆ attack destroys an enemy; make a ⬆ attack. Usable once per turn.
□ **Tidal Surge:** Use at start of this creature's turn; move it up to its Speed. RECHARGE when this creature ends its turn in river terrain.

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77 LORD OF BLADES

ATTACK ACTIONS

- ⬆ **Sword:** +18 vs AC; 15 Damage
- ⬆ **Slashing Blades:** Make 2 ⬆ attacks.

LEVEL 13
AC 27
DEF 25
SPEED 5
HP 85

ABILITIES
Construct • Warforged • Martial
Unique

SPECIAL POWERS
Bladed Carapace: Enemies that miss this creature with a ⬆ attack take 5 Damage.
Human Slayer: +10 Damage against Human creatures.
□ **Juggernaut:** +2 Speed and +10 Damage on charge. RECHARGE when a Warforged ally is eliminated.
CHAMPION 2 □□
Warband Building: All Construct creatures are legal in your warband.
• Use at start of round. Construct and Warforged allies have +2 Attack and +10 Damage until end of round.
• Use after a Construct ally or a Warforged ally destroys an enemy. That ally heals 30 HP.



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17 MERCYKILLER

ATTACK ACTIONS

- ⬆ **Mancatcher:** +13 vs AC; 15 Damage AND Medium or smaller target is Immobilized

LEVEL 6
AC 22
DEF 20
SPEED 6
HP 45

ABILITIES
Human • Martial
Reach 2



SPECIAL POWERS
Killer Instinct: +4 Attack and +5 Damage against Bloodied creatures.
Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

*"It's like this, berk: You break the law, I break you."
—Dek Drothlek, Mercykiller*

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42 MEZZODEMON

ATTACK ACTIONS

⬇ Trident: +18 vs AC; 15 Damage

☐ ⬅ Poison Cloud: (burst 2) +16 vs DEF (Fort); 20 poison Damage; hit or miss, adjacent creatures take ongoing 10 poison Damage (save ends). RECHARGE when first Bloodied.

ABILITIES

Evil • Demon
Resist 10 Poison

SPECIAL POWERS

☐ Skewering Tines: Followup after a ⬇ attack; Immobilized (save ends). RECHARGE if no Immobilized enemy is adjacent at end of this creature's turn.

LEVEL 11
AC 27
DEF 23
SPEED 6
HP 70

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105 PIT FIEND

ATTACK ACTIONS

⬇ Claw: +20 vs AC; 10 + 10 fire Damage

⬇ Tail Sting: +20 vs AC; 15 Damage AND Followup
Followup: +18 vs AC; ongoing 10 poison Damage (save ends)

ABILITIES

Evil • Devil
Flight; Reach 2
Resist 20 Fire

SPECIAL POWERS

Aura of Fire 10: Each enemy that starts its turn adjacent takes 10 fire Damage.

CHAMPION 3 ☐☐☐

- Use during this creature's turn. 1 target lower-level Devil ally slides 5 squares, then is destroyed AND creatures adjacent to it take 15 fire Damage.
- Use when an ally would be destroyed. That ally is not destroyed until end of its next turn or it takes damage (whichever comes first).

LEVEL 16
AC 28
DEF 27
SPEED F6
HP 120

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34 RED HAND WAR SORCERER

ATTACK ACTIONS

⬇ Staff: +11 vs AC; 10 + 5 fire Damage

⬅ Mantle of Flame: (burst 1) +14 vs DEF (Fort); 15 fire Damage

☐ ❄ Ice Burst: (nearest, radius 1) +14 vs AC; 20 cold Damage

☐ ⬅ Lightning Bolt: (line 12) +13 vs DEF (Fort); 20 lightning Damage, 10 lightning on miss

ABILITIES

Goblin • Hobgoblin • Arcane

SPECIAL POWERS

☐ Defensive Flame: Immediate, when an enemy moves into a square adjacent to this creature; make a Mantle of Flame attack.

Precise Casting: When making a ⬅ or ❄ attack, this creature can choose not to attack allies.

LEVEL 10
AC 21
DEF 19
SPEED 6
HP 45

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24 SOULKNIFE INFILTRATOR

ATTACK ACTIONS

⬇ Psiblades: +12 vs AC; 15 Damage

➤ Hurling Psiblade: (nearest, range 10) +12 vs AC; 15 Damage

ABILITIES

Human • Psionic
Stealth
Hide

SPECIAL POWERS

☐☐ Neural Feedback: Use when this creature declares an attack; +2 Attack and +10 psychic Damage on that attack.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

"What better assassin than one who appears unarmed?"—Yoffred the Black, soulknife infiltrator

LEVEL 7
AC 21
DEF 19
SPEED 6
HP 50

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49 CHASME

ATTACK ACTIONS

⬇ Claws: +17 vs AC; 20 Damage

☐ ⬅ Droning Wings: (burst 3, non-Demons only) +15 vs DEF (Will); Stunned (save ends, OR ends when this creature is more than 3 squares away). RECHARGE when first Bloodied.

ABILITIES

Evil • Demon
Flight
Resist 10 Lightning

The drone of a chasme's wings saps strength and courage from even the stoutest heart.

LEVEL 11
AC 23
DEF 21
SPEED F8
HP 65

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28 DEMONIC GNOLL PRIESTESS

ATTACK ACTIONS

⬇ Axe: +12 vs AC; 15 Damage

➤ Demonic Bolt: (range 5) +14 vs DEF (Fort); 10 necrotic Damage AND Dazed

ABILITIES

Evil • Gnoll • Demon
Blindsight 5

SPECIAL POWERS

Dark Blessing: +5 ⬇ Damage against Good targets.

Leader of the Pack: Gnoll allies have +2 Attack and +5 Damage.

The strength of their demon prince pours forth from gnoll priestesses, bringing their cruelty and savagery to the fore.

LEVEL 7
AC 23
DEF 19
SPEED 6
HP 55

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26 DOOMGUARD

ATTACK ACTIONS

⬇ Short Swords: +12 vs AC; 15 Damage

⬇ Thrust and Rend: +10 vs AC; 10 Damage AND Followup
Followup: +10 vs AC; 10 Damage

ABILITIES

Human • Martial
Hide

SPECIAL POWERS

Press the Advantage: Allies within 2 squares of this creature have +5 ⬇ Damage against Bloodied targets.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

The members of the Doomguard know dissolution to be triumphant, and hasten the living toward that end.

LEVEL 7
AC 21
DEF 21
SPEED 6
HP 50

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23 EARTH ELEMENT GARGOYLE

ATTACK ACTIONS

⬇ Claws: +12 vs AC; 15 Damage

ABILITIES

Elemental • Magical Beast
Flight; Resist 5 All
Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Ambush: Minor action; choose 1 enemy that does not have line of sight to this creature; +10 ⬇ Damage against that enemy until end of this creature's turn.

☐ Awaken: Use at start of round; place this creature in your start area or in a square that contains a statue. That space is a legal position for this creature until it moves.

☐ Earthglide: On its turn, this creature has Burrow until end of turn.

LEVEL 10
AC 21
DEF 19
SPEED F6
HP 40

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14 **ETHEREAL MARAUDER**

ATTACK ACTIONS

⬇ Hooked Maw: +10 vs AC; 15 Damage

⬇ Snatch Prey: (Small or Tiny target only) +8 vs DEF (Ref); 10 Damage AND this creature shifts up to its Speed. Hit or miss, place target in any legal space adjacent to this creature.

ABILITIES

Magical Beast

SPECIAL POWERS

☐ Phase Out: On its turn, until end of turn, this creature has Insubstantial and Phasing.

“What was that? And where’s Lidda?”
—Mialee, adventuring wizard

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5 **FIENDISH SNAKE**

ATTACK ACTIONS

⬇ Bite: +7 vs AC; 5 Damage AND ongoing 5 poison Damage

ABILITIES

Evil • Beast • Serpent

Fluid Movement: Difficult terrain does not affect this creature’s movement.

SPECIAL POWERS

☐ Intensify Venom: Minor action; use against target within 5 squares of this creature taking ongoing poison damage; 10 poison Damage.

These denizens of the nether realms are the favored minions of conjurers.

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98 **GITHYANKI DRAGON KNIGHT**

ATTACK ACTIONS

⬇ Greatsword: +22 vs AC; 20 Damage

⬇ Crowdfighter: Make 2 ⬇ attacks, each against a different target.

☐ ⬇ Fiery Breath: (large cone) +20 vs DEF (Ref); 25 fire Damage, 10 fire on miss. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon • Mounted • Githyanki

Flight; Reach 2

Resist 5 Fire

SPECIAL POWERS

Cavalry 5: +5 ⬇ Damage against non-Mounted enemies.

CHAMPION 1 ☐

- Use at start of round. Dragon and Githyanki allies have +4 Attack and +10 Damage until end of round.
- Use before taking your first turn of a round. The player who destroys the highest-level enemy this round scores +15 VP.

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21 **GNOLL BARBARIAN**

ATTACK ACTIONS

⬇ Greataxe: +10 vs AC; 20 Damage

ABILITIES

Gnoll • Primal

SPECIAL POWERS

Bloodrage 5: +5 ⬇ Damage while Bloodied.

Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

Gnolls see no tribute to their demon lord more fitting than the blood of a fallen enemy.

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41 **GREEN SLAAD**

ATTACK ACTIONS

⬇ Claw: +16 vs AC; 20 Damage

☐ ⬇ Cacophony: (small cone) +14 vs DEF (Will); 20 psychic Damage AND push 5 squares

☐ ⬇ Chaos Hammer: (radius 2 within 5) +14 vs DEF (Fort); 15 thunder Damage AND Dazed

☐ ⬇ Fireball: (radius 2 within 10) +14 vs DEF (Ref); 20 fire Damage, 10 fire on miss

ABILITIES

Slaad • Chaos

Reach 2

SPECIAL POWERS

☐ Skein of Shadow: Minor action; this creature has Conceal 11 until start of its next turn.

Entropic Spirit: At start of battle, treat each of this creature’s attacks and powers as used.

Shape Chaos: At start of this creature’s turn, roll 1d20 and recharge the indicated attack or power. 1-5: Cacophony; 6-10: Chaos Hammer; 11-15: Fireball; 16-20 Skein of Shadow.

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46 **HOWLER**

ATTACK ACTIONS

⬇ Bite: +15 vs AC; 20 Damage

☐ ⬇ Mind-Numbing Howl: (large cone) +15 vs DEF (Will); Confusion (save ends). RECHARGE when first Bloodied.

ABILITIES

Evil • Demon

SPECIAL POWERS

Quills 10: Any creature that hits this creature with a ⬇ attack takes 10 Damage.

Only the maddening winds of Pandemonium can drown out the baneful wail of a howler.

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73 **MARILITH**

ATTACK ACTIONS

⬇ Scimitar: +18 vs AC; 15 Damage

⬇ Shroud of Steel: Make 2 ⬇ attacks. Hit or miss, this creature has +4 AC until start of its next turn.

⬇ Weapon Dance: +18 vs AC; 10 Damage AND this creature shifts 1 square and immediately makes this attack again (maximum 6 per turn).

ABILITIES

Evil • Demon • Martial

Reach 2

SPECIAL POWERS

Hacking Blades: Immediate, when an enemy misses this creature with a ⬇ attack; make a ⬇ attack against that enemy. Usable once per turn.

Many arms, many deaths.

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24 **ORC WIZARD**

ATTACK ACTIONS

⬇ Staff: +10 vs AC; 10 Damage

⬇ Spectral Ram: (range 5) +12 vs DEF (Fort); 15 Damage AND push 2 squares; target is Stunned on a critical

☐ ⬇ Flame Shroud: (burst 2) +12 vs DEF (Ref); 20 fire Damage

ABILITIES

Orc • Arcane

SPECIAL POWERS

☐ Dolorous Edge: Minor action; target adjacent ally has Keen Critical 18 on ⬇ attacks until end of battle (scores criticals on attack rolls of natural 18+).

“Would it comfort you if I yelled “Grog smash” while you burned beneath my arcane fire?”
—Grog of the Third Eye, orc wizard

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Blood WarTM

Rule Update Notes



The *Blood War* set introduces a few new abilities that are too long to be explained on cards.

General Clarifications

Increased Champion Ratings: Some creatures have the ability to increase the Champion rating of an allied champion. Choose one allied champion at the start of the game. While the boosting creature has not been eliminated, the chosen ally's Champion rating is increased for all purposes and it gains an additional use of a Champion Power. If the boosting creature is destroyed, the champion loses one use of a Champion power if any remain.

Specific Creature Clarifications

Half-Orc Spy, Enemy Battle Plans (*Blood War* 6/6o): This power may only be used once per round.

Thundertusk Cavalry, Persistent Rider (*Blood War* 12/6o): The use of this ability is optional and may not be used while this creature is inactive. The creature placed must conform to the faction and alignment limitations of the warband. The creature placed is considered to have activated that round, and scores victory points when eliminated. The creature placed is a new creature and does not maintain any of the conditions that the Thundertusk Cavalry had.

Free League Ranger, Zealous Follower (*Blood War* 16/6o): See Increased Champion Ratings.

Medium Copper Dragon, Dragon Subcommander (*Blood War* 20/6o): See Increased Champion Ratings

Dragonmark Heir of Deneith, Protection from Energy (*Blood War* 25/6o): As no ongoing effect stacks with itself, a creature may not simultaneously benefit from 2 uses of this power. If more than one instance of this power is attempted, only the effect of the last use of this power is applied.

Karsite Fighter, Magic Drain (*Blood War* 26/6o): Magic Drain is a condition; it does not stack with itself, and it may be removed by powers that remove conditions.

Dungeons & Dragons Miniatures Battle Rules

Blood War

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